Monster Smash

You're the master of the local graveyard. Usually a peaceful job. But some monsters have moved in—and they hate peace and quiet. They're a wild and furious bunch who like to party and raise the dead! They're determined to escape from the dank, musty graveyard and head for the bright lights of the town where they can do those unspeakable things monsters love to do.

As master of the graveyard, you have the responsibility of being a party killer—of keeping the monsters were they belong, six feet under! The Monster Smasher System is the key to trapping and smashing them before they escape through the gates. But it's far from easy because these monsters are f-a-s-t! And they're smart enough to make a run for it from many directions at once. So you'd better be wide awake and have your reflexes in top form or the monster smasher will miss smashing. If only ten monsters escape you're a goner ... and the town will be in for a monstrous night of monster pleasure.

Commands and Characters

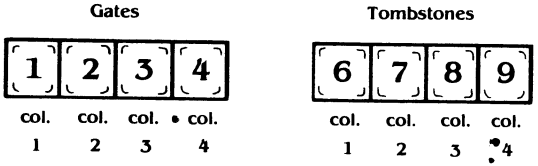
1, 2, 3, 4	Operates graveyard gates
6, 7, 8, 9	Operates tombstone smashers
(ESC)	Pause/restart toggle
CTRL-S	Toggles sound on/off
CTRL-A	Aborts game

Claws & Spirits	Worth maximum points when smashed quickly after appearance.
Smokey & Eyes	Worth maximum points when killed near the exit.
Eggs	May be ignored. There is no penalty when they escape. Turns into a snake when smashed.
Snake	Worth three time as much as any other monster and counts as three escapees if it gets away!!
Visitors & Kids	1000 points for each one that gets through safely.

Tips and Tactics

The purpose of the game is to smash as many monsters as possible, while letting all the visitors and kids pass through unharmed. You control the graveyard gates and the tombstone smashers. You must protect the visitors and eliminate the graveyard pests. As you master the game you'll progress through six levels which become increasingly more difficult.

At the first three levels key 1, 2, 3, or 4 opens or closes all twelve gates simultaneously and key 6, 7, 8, or 9 moves all of the tombstones simultaneously, unless you specify otherwise. To do this use the "Change Keys" option on the menu to make each of the number keys function independently. If you choose this option, this means that each column of gates and tombstones is controlled by only one key, as the diagram below demonstrates. Starting with the fourth level this option becomes the default value. However, you can go back to simultaneous control by using the "Change Keys" option.



Although this option requires more skill you'll have more control over the graveyard. You'll be able to trap a monster while letting a visitor go free at the same time.

The game is over when three visitors are killed or 10 monsters escape. Remember that an escaped snake counts triple.